Egypt Adventure walkthrough

The opening gives good instructions and this game also conveniently lists all known commands, simply type LIST to get them. It also shows you what you are carrying (no need to call for an inventory), lists movement directions (no trial and error) and specifies which objects you can interact with (enclosed within < and > symbols).

You only need to enter the first four characters of each word, eg EXAMINE WALLET can be entered simply as EXAM WALL.

Here's some tips if you are stuck in a particular spot and don't want a full walkthrough. It's also the rough order to complete the game. I have then included information about overcoming the bug, a complete step by step and a map.

- To win you need to:
    - Find a way to the correct excavation pit
    - Get into the antechamber
    - Get into the shrine after the antechamber
    - Know the name of the Pharaoh
- Finding your way
    - Buy things, you'll get what you need
    - Look at the list of commands if you get stuck using one of them
- Get into the antechamber
    - Look at the Dais for a clue
    - Find something similar to put on it
- Get into the shrine
    - There is a clue at the museum, read stuff there
    - There is also a secret room in the museum, push things
    - 2 of the objects you need are in town, 1 is hard to get due to the bug in the program, see Bug section below. The other should be found simply by exploring all locations.
    - The ring in the jail cell is not one you wear, rather, it is on a trap door, pull it
    - The other 3 objects are near the antechamber, look at things
- Know the name of the Pharaoh
    - This one is not intuitive. Take an object to Karim the Trader and give it to him, he will give you something in return
    - Look at that object and it should be clear what you need to do with it in order to get the name
    - The name is different each time you play, so you always need to do this.
    - Refer to complete step by step if still stuck.

Program bug - Work around

The program does not check if the blue ball has already been collected. Just repeat the process to get it and put it on the slab. In fact, you could do this 5 times and not collect any other balls. Correcting this would require a lot of coding in the program, and as it isn't fatal, I have not included a fix for this.

Complete step by step

S, E, PULL RING, D, GET GOLD, U, S, E, BUY ROPE, W, W,W, N, BUY VASE, DROP VASE, S, W, BUY CAT, E, E, E, S, BREAK CAT, DROP CAT, S, DROP ROPE, W, N, PUSH PANEL, W, GET FIGURE, E, S, E, N, N, W, S, GIVE FIGURE, N, E, S, S, W, S, GIVE AMULET (make a note of your name), DROP AMULET, N, E, GET ROPE, S, S, DROP GOLD, DROP SILVER, W, W, TIE PALM, D, GET CHEST, OPEN CHEST, DROP CHEST, U, UNTIE ROPE, E, E, GET GOLD, GET SILVER, E, E, S, S, FOLLOW MAP, TIE STAKE, D, PUT SCARAB ,DAIS, W, PUT GOLD, SLAB, PUT SILVER, SLAB, N, LOOK SKELETON, GET BLUE, S, PUT BLUE, SLAB, W, LOOK IBEX, GET GREEN, E, PUT GREEN, SLAB, S, GET COFFIN, OPEN COFFIN, N, PUT WHITE, SLAB, OPEN SARCOPHAGUS, enter the name you made a note of, WIN!

Egypt Adventure

